

AWT Job Interview Questions And Answers



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AWT Interview Questions And Answers Guide.

Question - 1:

What is the JFC?

Ans:

JFC stands for Java Foundation Classes. The Java Foundation Classes (JFC) are a set of Java class libraries provided as part of Java 2 Platform, Standard Edition (J2SE) to support building graphics user interface (GUI) and graphics functionality for client applications that will run on popular platforms such as Microsoft Windows, Linux, and Mac OSX.

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Question - 2:

What is an event?

Ans:

Changing the state of an object is called an event.

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Question - 3:

Which method of the Component class is used to set the position and size of a component?

Ans:

setBounds

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Question - 4:

What are the advantages of the event-delegation model over the event-inheritance model?

Ans:

Event-delegation model has two advantages over event-inheritance model. a)Event delegation model enables event handling by objects other than the ones that generate the events. This allows a clean separation between a component's design and its use. b)It performs much better in applications where many events are generated. This performance improvement is due to event-delegation model does not have to be repeatedly process unhandled events as is the case of the event-inheritance.

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Question - 5:

What is controls and what are different types of controls in AWT?

Ans:

Controls are components that allow a user to interact with your application. AWT supports the following types of controls: Labels, Push Buttons, Check Boxes, Choice Lists, Lists, Scrollbars, Text Components. These controls are subclasses of Component.

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Question - 6:

What is the difference between scrollbar and scrollpane?

Ans:

A Scrollbar is a Component, but not a Container whereas Scrollpane is a Container and handles its own events and perform its own scrolling.

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Question - 7:

How are the elements of different layouts organized?

Ans:



The elements of a FlowLayout are organized in a top to bottom, left to right fashion. The elements of a BorderLayout are organized at the borders (North, South, East and West) and the center of a container. The elements of a CardLayout are stacked, on top of the other, like a deck of cards. The elements of a GridLayout are of equal size and are laid out using the square of a grid. The elements of a GridBagLayout are organized according to a grid. However, the elements are of different size and may occupy more than one row or column of the grid. In addition, the rows and columns may have different sizes. It is the most flexible layout.

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Question - 8:

What are the restrictions imposed by a Security Manager on Applets?

Ans:

Applets cannot read or write files on the client machine that's executing it. They cannot load libraries or access native libraries. They cannot make network connections except to the host that it came from. They cannot start any program on the client machine. They cannot read certain system properties. Windows that an applet brings up look different than windows that an application brings up.

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Question - 9:

What is the relationship between an event-listener interface and an event-adaptor class?

Ans:

An event-listener interface defines the methods that must be implemented by an event handler for a particular kind of event. An event adapter provides a default implementation of an event-listener interface.

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Question - 10:

What is the difference between the paint() and repaint() methods?

Ans:

The paint() method supports painting via a Graphics object. The repaint() method is used to cause paint() to be invoked by the AWT painting thread.

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Question - 11:

What is Canvas?

Ans:

Canvas is a Component subclass which is used for drawing and painting. Canvas is a rectangular area where the application can draw or trap input events.

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Question - 12:

What are the features of JFC?

Ans:

Pluggable Look-and-Feel, Accessibility API, Java 2D API, Drag and Drop Support.

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Question - 13:

What are invisible components?

Ans:

They are light weight components that perform no painting, but can take space in the GUI. This is mainly used for layout management.

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Question - 14:

What does Realized mean?

Ans:

Realized mean that the component has been painted on screen or that is ready to be painted. Realization can take place by invoking any of these methods. setVisible(true), show() or pack().

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Question - 15:

Why does JComponent class have add() and remove() methods but Component class does not?

Ans:

JComponent is a subclass of Container and can contain other components and JComponents.

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Question - 16:

What is the difference between AWT and SWT?

Ans:

SWT (Standard Widget Toolkit) is a completely independent Graphical User Interface (GUI) toolkit from IBM. They created it for the creation of Eclipse Integrated



Development Environment (IDE). AWT is from Sun Microsystems.

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Question - 17:

What is a convertor?

Ans:

Converter is an application that converts distance measurements between metric and U.S units.

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Question - 18:

What is the purpose of the enableEvents() method?

Ans:

The enableEvents() method is used to enable an event for a particular object. Normally, an event is enabled when a listener is added to an object for a particular event. The enableEvents() method is used by objects that handle events by overriding their event-dispatch methods.

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Question - 19:

Which is the super class of all event classes?

Ans:

The java.awt.AWTEvent class is the highest-level class in the AWT event-class hierarchy.

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Question - 20:

What is the difference between a Window and a Frame?

Ans:

The Frame class extends Window to define a main application window that can have a menu bar. A window can be modal.

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Question - 21:

What advantage do Javas layout managers provide over traditional windowing systems?

Ans:

Java uses layout managers to lay out components in a consistent manner across all windowing platforms. Since Java's layout managers aren't tied to absolute sizing and positioning, they are able to accommodate platform-specific differences among windowing systems.

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Question - 22:

When should the method invokeLater() be used?

Ans:

This method is used to ensure that Swing components are updated through the event-dispatching thread.

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Question - 23:

What is the relationship between clipping and repainting?

Ans:

When a window is repainted by the AWT painting thread, it sets the clipping regions to the area of the window that requires repainting.

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Question - 24:

How the Canvas class and the Graphics class are related?

Ans:

A Canvas object provides access to a Graphics object via its paint() method.

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Question - 25:

What is the difference between a MenuItem and a CheckboxMenuItem?

Ans:

The CheckboxMenuItem class extends the MenuItem class to support a menu item that may be checked or unchecked.

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Question - 26:



What is the difference between a Canvas and a Scroll Pane?

Ans:

Canvas is a component. ScrollPane is a container. Canvas is a rectangular area where the application can draw or trap input events. ScrollPane implements horizontal and vertical scrolling.

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Question - 27:

What is the difference between JFC & WFC?

Ans:

JFC supports robust and portable user interfaces. The Swing classes are robust, compatible with AWT, and provide you with a great deal of control over a user interface. Since source code is available, it is relatively easy to extend the JFC to do exactly what you need it to do. But the number of third-party controls written for Swing is still relatively small. WFC runs only on the Windows (32-bit) user interface, and uses Microsoft extensions to Java for event handling and ActiveX integration. Because ActiveX components are available to WFC programs, there are theoretically more controls available for WFC than for JFC. In practice, however, most ActiveX vendors do not actively support WFC, so the number of controls available for WFC is probably smaller than for JFC. The WFC programming model is closely aligned with the Windows platform.

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Question - 28:

What is the default layout for a ContentPane in JFC?

Ans:

BorderLayout.

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Question - 29:

What does x mean in javax.swing?

Ans:

Extension of java.

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Question - 30:

What is default Look-and-Feel of a Swing Component?

Ans:

Java Look-and-Feel.

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Question - 31:

What interface is extended by AWT event listeners?

Ans:

All AWT event listeners extend the java.util.EventListener interface.

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Question - 32:

How can a GUI component handle its own events?

Ans:

A component can handle its own events by implementing the required event-listener interface and adding itself as its own event listener.

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Question - 33:

What is the difference between the Font and FontMetrics classes?

Ans:

The FontMetrics class is used to define implementation-specific properties, such as ascent and descent, of a Font object.

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Question - 34:

What are types of applets?

Ans:

There are two different types of applets. Trusted Applets and Untrusted applets. Trusted Applets are applets with predefined security and Untrusted Applets are applets without any security.

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Question - 35:

What is a layout manager and what are different types of layout managers available?

**Ans:**

A layout manager is an object that is used to organize components in a container. The different layouts are available are FlowLayout, BorderLayout, CardLayout, GridLayout, GridBagLayout, BoxLayout and SpringLayout

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Question - 36:

What is the difference between choice and list?

Ans:

A Choice is displayed in a compact form that requires you to pull it down to see the list of available choices and only one item may be selected from a choice. A List may be displayed in such a way that several list items are visible and it supports the selection of one or more list items.

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Question - 37:

What is source and listener?

Ans:

A source is an object that generates an event. This occurs when the internal state of that object changes in some way. A listener is an object that is notified when an event occurs. It has two major requirements. First, it must have been registered with a source to receive notifications about specific event. Second, it must implement necessary methods to receive and process these notifications.

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Question - 38:

What is java applet?

Ans:

A Applet is a java program that runs inside a web browser.

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Question - 39:

What is an event handler?

Ans:

An event handler is a part of a computer program created to tell the program how to act in response to a specific event.

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Question - 40:

What is java AWT?

Ans:

AWT stands for Abstract Window Toolkit. AWT enables programmers to develop Java applications with GUI components, such as windows, and buttons. The Java Virtual Machine (JVM) is responsible for translating the AWT calls into the appropriate calls to the host operating system.

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Question - 41:

What is java Swing?

Ans:

Swing is a GUI toolkit for Java. It is one part of the Java Foundation Classes (JFC). Swing includes graphical user interface (GUI) widgets such as text boxes, buttons, split-panes, and tables.

Swing widgets provide more sophisticated GUI components than the earlier Abstract Window Toolkit. Since they are written in pure Java, they run the same on all platforms, unlike the AWT which is tied to the underlying platform's windowing system. Swing supports pluggable look and feel - not by using the native platform's facilities, but by roughly emulating them. This means you can get any supported look and feel on any platform. The disadvantage of lightweight components is slower execution. The advantage is uniform behavior on all platforms.

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